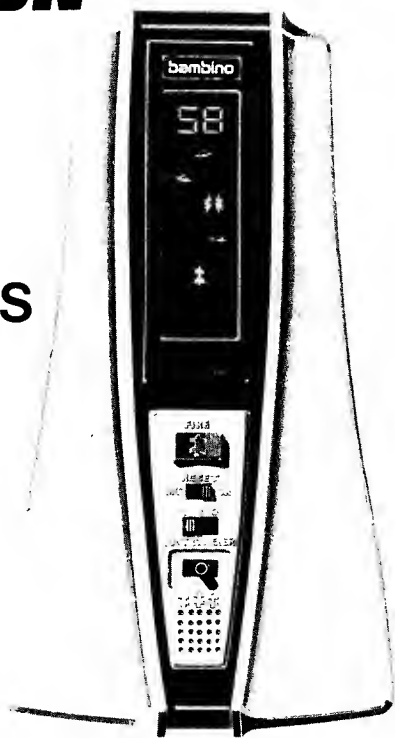


It's your own

It's fun.  
It's brainy.

# **UFO MASTER BLASTER STATION™**

**GAME INSTRUCTIONS**



- \* World's Smallest Graphic Color Display.
- \* Revolutionary Computer-Game Functions.
- \* First Computer-Game With A Microprocessor Unit.
- \* Unlimited Variety of Computerized Courses Every Game.
- \* Electronic Sound Effects Expressing All Computer Functions.
- \* UFO's hover down the computerized courses in anticipation of attack.
- \* Every game your score changes depending upon the various computerized patterns.
- \* No TV Set Needed.

## **POWER SUPPLY**

Batteries: 4 "AA" (1.5 volts x 4)

AC Adaptor: Special ADP – E0630SUC

## **BATTERY INSTALLATION**

To insert the batteries, slide out the two battery doors on the back of the unit and insert two (2) "AA" batteries in each battery box. Replace the battery door and your game is ready for play.

## **INTRODUCTION**

UFO MASTER-BLASTER STATION™ has the world's smallest graphic color display with revolutionary computer-game functions. This is the first electronic computer-game with a microprocessor unit. Every time, every game – UFO's attack from a variety of over 100 million computerized courses! You control the destiny of the flying UFO's through the attacking missiles. The computer controls the flight of the UFO's.

The UFO MASTER-BLASTER STATION™ is hours of continuous fun! Fire your missiles and attack as many UFO's as you can in 80 seconds. UFO's will hover down in anticipation of an attack. Your score depends on the altitude of the UFO when destroyed. Your score will be different each and every time you play. Match your skill against the computer brain. Challenge your friends and see who's a MASTER-BLASTER™!

## **OPERATING INSTRUCTIONS**

**OBJECT:** To attack successfully as many UFO's as possible and to score 99 points within 80 seconds.

- 1) Select speed for competition. (1, 2, or 3)
- 2) Turn switch "on."
- 3) Choose missile direction.
- 4) Launch a missile.
- 5) Maneuver the missile to the UFO.
- 6) Score.

## **DESCRIPTION OF PARTS**

### **Adjustable UFO Speed Control (1, 2, 3)**

The speed of the UFO's can be increased to add more challenge to the game. Compete with the computer brain of the MASTER-BLASTER and then challenge a friend to see who's a MASTER-BLASTER.

Speed control and category:

- 1) Novice-Blaster
- 2) Mini-Blaster
- 3) MASTER-BLASTER

### **Reset Switch/Game Reactivator**

Switch the button "on." If you lose, turn it to the "off" position. To commence play, turn the button "on" again.

### **Missile Direction Control**

Control the direction of the missiles and guide them from left to right and back again after leaving the launching pad.

### **Missile Firing Button (Orange)**

After determining the directional course of your missile, you must fire your missile to destroy the UFO.

### **Digital Score Display**

Keeps a record of the points you score every time you destroy a UFO.

### **UFO's Varying Action**

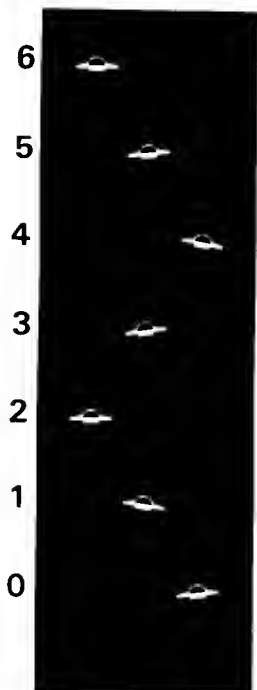
UFO's change course, attack singularly and in pairs, and sometimes suddenly disappear. When a missile hits a UFO, an explosion occurs.

### Altitude Signifier

The higher the altitude a UFO is, when you successfully attack, the higher the points you score. At altitude 6, you score 6 points, at altitude 1 you score 1 point and so on. The highest score you can achieve per UFO is 6 and the lowest score is 0.

### SCORING

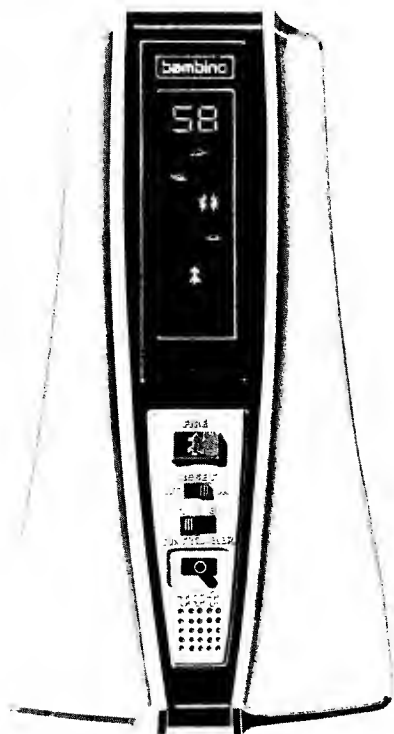
Each time you successfully attack a UFO, points are scored. The altitude of the UFO when attacked determines your score: the higher the UFO, the higher the score.



You must attack and destroy every UFO in order to keep scoring. If you do not destroy it and the UFO hits the center of your launching pad, you will lose. Although you may score high one time does not mean that you will score just as high the next time. You cannot master the UFO MASTER-BLASTER STATION™. Every time you play the game it's different, depending on which position you destroy the UFO, the computerized course changes! If you think you have mastered the game, switch the UFO speed control and start all over again.

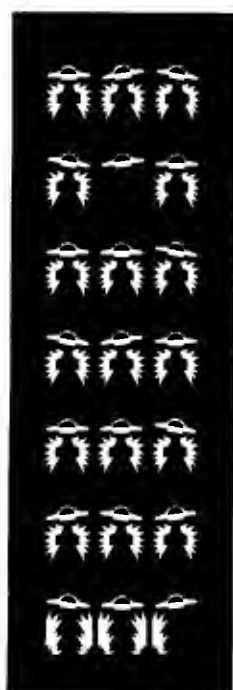
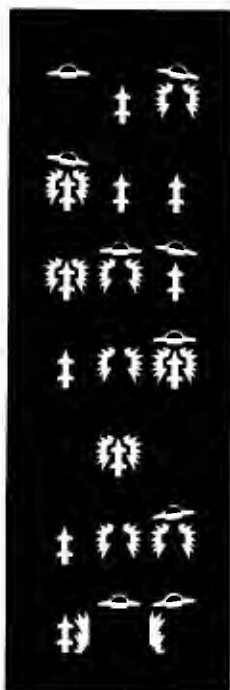
## HOW TO CARE FOR YOUR UFO MASTER-BLASTER STATION™

- 1) Do not leave the batteries in the unit for prolonged periods of time.
- 2) Do not open or disassemble the unit for any reason; it contains no serviceable parts. See the 120-Day Limited Warranty.
- 3) Do not leave the game in wet, dirty or excessively hot places.
- 4) Play with it often.



## BATTERY DRAIN

When your batteries begin to wear out, many UFO's and explosion patterns will appear on your display screen. The same patterns will not appear every time. Sometimes more UFO's and explosion patterns will appear than at other times, depending on the computer. As the batteries wear out, the game will become difficult to reset. You will hear a game-over sound before the battery drain patterns appear. It will become exceedingly difficult to play the game, just replace the batteries and your MASTER-BLASTER will function perfectly once again.



FOR LONGER BATTERY LIFE, WE RECOMMEND USING  
ALKALINE BATTERIES.

## END OF GAME

- Time Limit:** How many points did you score in 80 seconds?
- Maximum Score:** If you score 99 points before the time limit, your skill is better than the MASTER-BLASTER computer brain.
- Losing:** If you fail to destroy a UFO, that attacks the center of your launching pad, scoring stops – the UFO has successfully outmaneuvered you.

## Electronic Sound Effects

- |            |   |                   |
|------------|---|-------------------|
| Missile    | – | Firing Sound      |
| UFO        | – | Appearing Sound   |
| Direct Hit | – | Explosion Sound   |
| Losing     | – | Destruction Sound |
| Winning    | – | All Clear Sound   |



## 120-DAY LIMITED WARRANTY

Bambino, Inc. warrants each UFO MASTER BLASTER STATION™ against factory defects in material and workmanship for 120 days from the date of purchase. This LIMITED WARRANTY extends to the original consumer purchaser only.

If the product fails to operate properly during this 120-day warranty period, it will either be repaired or replaced (at our option) without charge to the purchaser, if, within 10 days after such failure, either returned to the dealer or mailed, postage prepaid and insured, to Bambino, Inc. at P.O. Box 67B40, Los Angeles, California 90067, with a brief description of the problem, the date that the problem was experienced, and proof of the date of purchase.

Units not qualifying for repair or replacement free of charge may be repaired for a service charge of \$10.00 if mailed postage prepaid and insured and postmarked within one year of the date of purchase to Bambino, Inc. Payment must be made by check or money order.

Neither this LIMITED WARRANTY nor the post-warranty service is available if the damage or defect is caused by accident, act of God, consumer abuse, misuse, alteration, repair or from any cause other than factory defects in material or workmanship.

THIS LIMITED WARRANTY IS THE SOLE AND EXCLUSIVE REMEDY AND IS MADE IN LIEU OF ANY OTHER EXPRESS WARRANTY. BAMBINO, INC. WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER.

This LIMITED WARRANTY gives you specific legal rights and you may also have other rights which may vary from state to state.

# UFO Master-Blaster Station™ Score Card

## Game Rating

1 Novice-Blaster-99

2 Mini-Blaster-99

3 Master-Blaster -99

Game Rating	Game No.	Players			
		1	2	3	4
	1				
	2				
	3				
	4				
	5				
	6				
	7				
	8				
	9				
	10				
Total					

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		1	2	3	4
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